

Appln. No. 10/730,521  
Amdt. Dated: July 6, 2005  
Reply to Final Office Action dated January 7, 2005

**Amendments To The Claims:**

This listing of claims will replace all prior versions and listing of claims in the application:

**Listing of Claims:**

1. (Currently amended) A gaming table, comprising:
  - at least one game outcome determining device, exclusive of a card game, and configured for determination of a random outcome for a game, said at least one game outcome determining device responsive to a having-a manual operation initiated by at least one direct physical interaction of a dealer with said device, said manual operation producing said random outcome without automation and wherein said game outcome determining device is responsive to a random characteristic of said at least one direct physical interaction, to affect a value of said random outcome;
  - a plurality of player positions located adjacent to a plurality of player terminals located exclusively at said gaming table, each terminal including a player user interface to permit a player to select at least one possible outcome of the game, occurring exclusively at said gaming table, and to make wagers on said at least one possible outcome; and
  - at least one processor for comparing said wagers to said random outcome for determining winning ones of said wagers, and for crediting winning proceeds directly to said player terminals; and
  - wherein said at least one game outcome determining device is provided at a location that is operatively inaccessible to any of said players situated at said player positions.
2. (Previously presented) The gaming table according to claim 1 further comprising a dealer terminal operatively coupled to said at least one processor, said dealer terminal including a dealer user interface configured to permit said dealer, after receipt of payment from a player, to directly credit one of said player terminals.

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3. (Previously presented) The gaming table according to claim 2 wherein said dealer user interface is configured to permit said dealer to pay out to a player, upon request, a remaining credit balance on a player terminal in use by said player.

4. (Currently amended) The gaming table according to claim 1 wherein said at least one game outcome determining device is a roulette wheel and said at least one direct physical interaction of a dealer ~~comprises at least one~~ is selected from the group consisting of manual spinning and manual dispensing of a roulette ball by said dealer.

5. (Currently amended) A method for operating a gaming table, comprising:  
receiving at a plurality of player terminals, located exclusively at said gaming table, respective player selections of a possible game outcome, occurring exclusively at said gaming table, and player wagers on said respective player selections of said possible game outcome;

determining a random outcome for a game ~~having a manual operation initiated by responsive to~~ at least one direct physical interaction of a dealer with a game outcome determining device, ~~said manual operation~~ in which a random characteristic of said direct physical interaction affects a value of ~~producing said random outcome without~~ automation;

comparing automatically said random outcome to said respective player selections; and,

determining winning ones of said wagers responsive to said comparing step, and crediting winning proceeds directly to said player terminals based on said player wagers.

6. (Cancelled)

7. (Original) The method according to claim 5 further comprising receiving a player credit entry at a dealer terminal after receipt of payment from a player, and responsive to said entry directly crediting one of said player terminals.

8. (Previously presented) The method according to claim 7 further comprising the step of determining a remaining credit balance on a player terminal in use by said player,

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and cashing out a player from said player terminal, upon request, by clearing any credit balance from said player terminal and paying said credit directly to said player.

9. (Previously presented) The gaming table according to claim 1, wherein said at least one game outcome determining device is a Big Wheel and said at least one direct physical interaction of a dealer comprises manual spinning by said dealer.

10. (Previously presented) The gaming table according to claim 1, wherein said at least one game outcome determining device is a plurality of dice and said at least one direct physical interaction of a dealer comprises manual rolling by said dealer.

11. (Currently amended) The method according to claim 5, wherein said game outcome determining device is a roulette wheel, said at least one direct physical interaction of a dealer being at least one is selected from the group consisting of manual spinning said roulette wheel and manual dispensing of a roulette ball by said dealer.

12. (Previously presented) The method according to claim 5, wherein said game outcome determining device is a Big Wheel, said at least one direct physical interaction of a dealer being manual spinning of said Big Wheel by said dealer.

13. (Previously presented) The method according to claim 5, wherein said game outcome determining device is a plurality of dice, said at least one direct physical interaction of a dealer being manual rolling said dice by said dealer.

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